CAPCOM® CLASSICS COLLECTION VOLUME 2

TEEN
T
CONTENT RATED BY ESRB

CAPCOM®

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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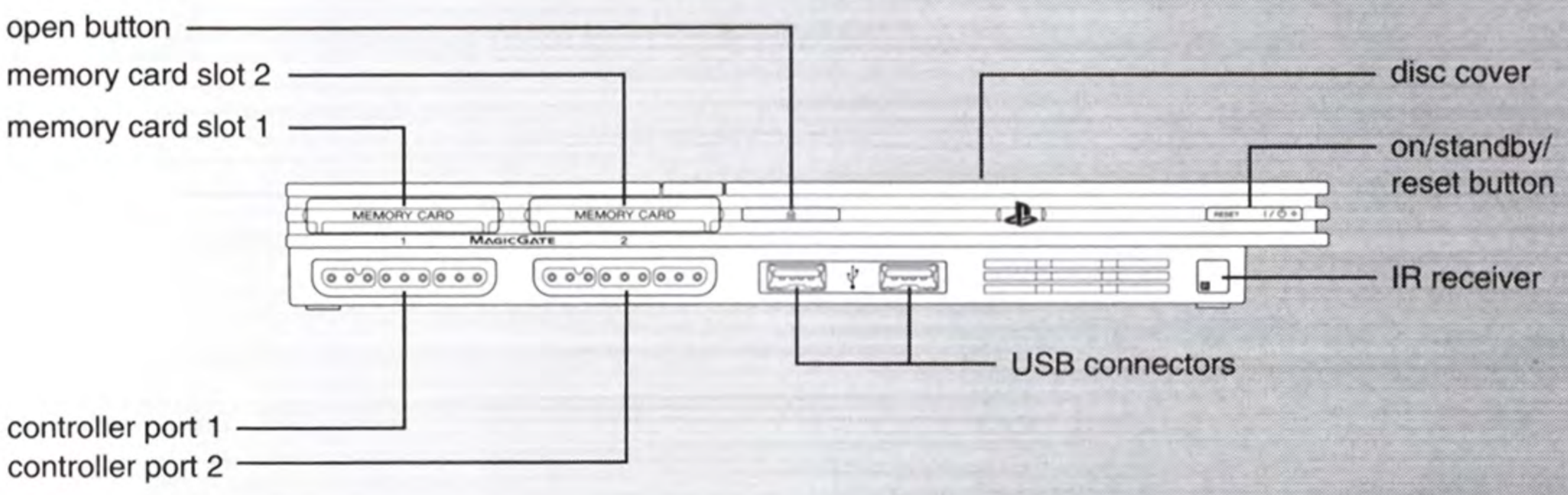
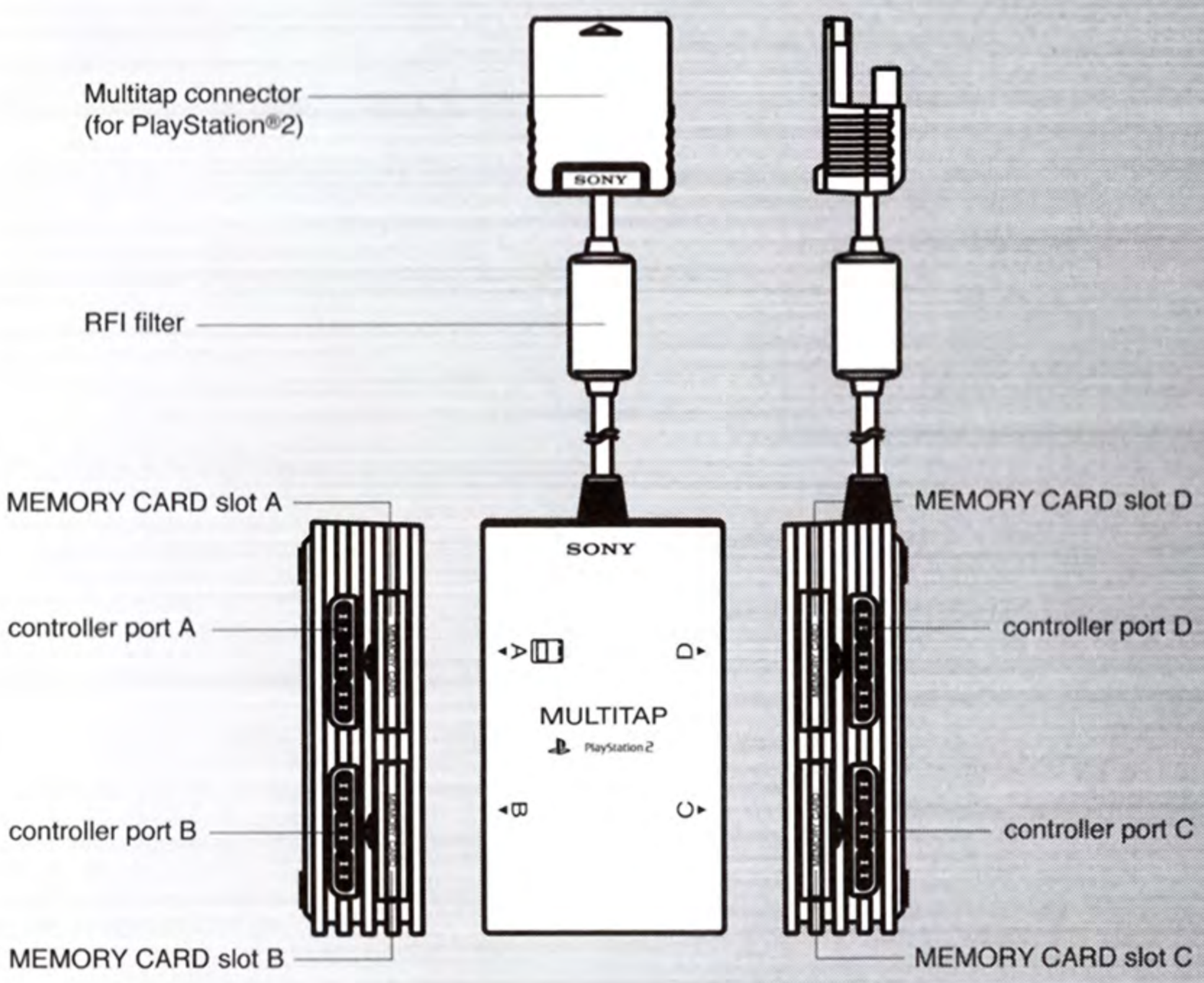
GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standyby indicator is green). Press the OPEN button to open the disc cover. Place the **Capcom® Classics Collection Volume 2** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

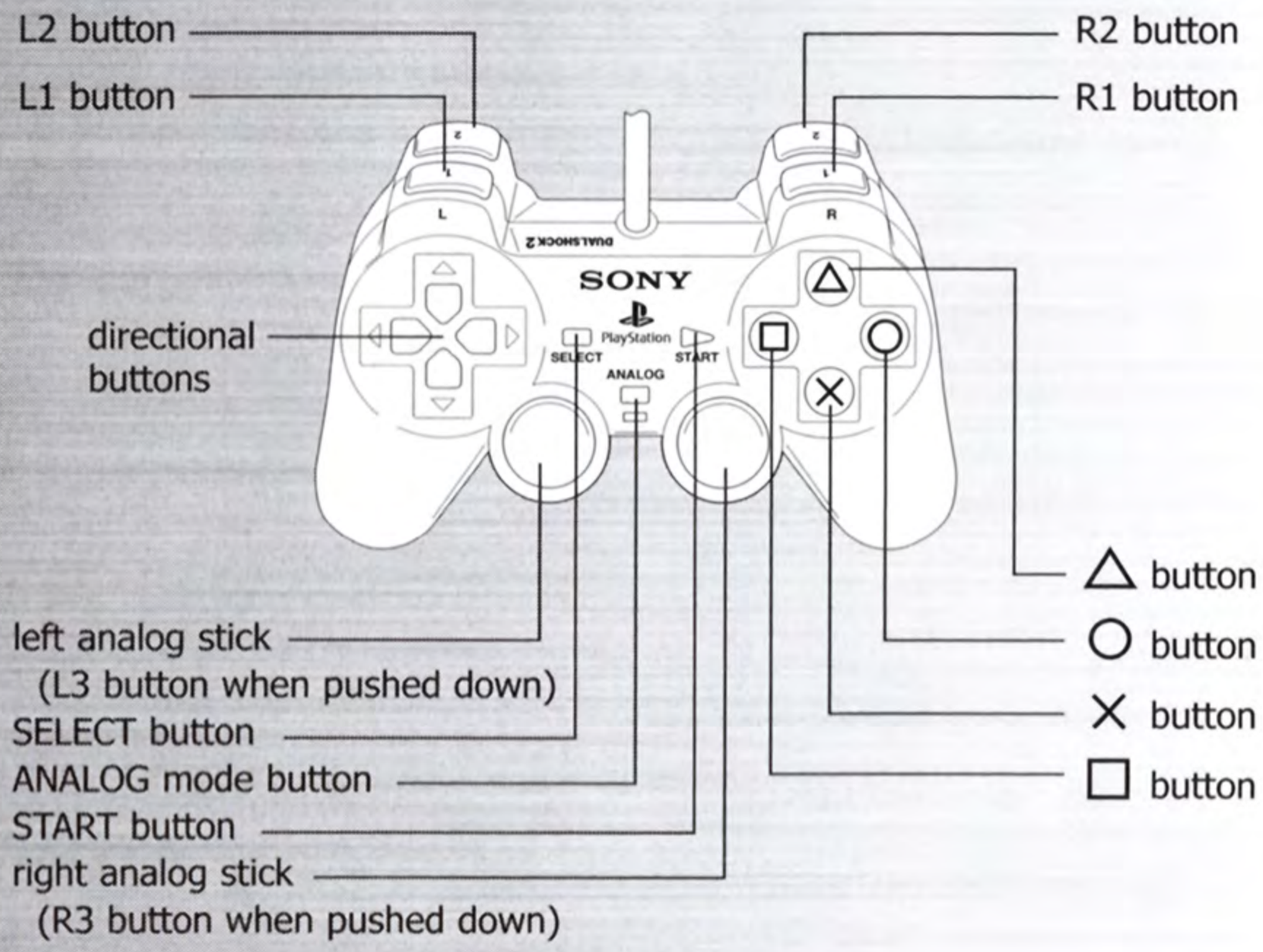
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



Multitap

Capcom® Classics Collection Volume 2 supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. For multi-player play, insert DUALSHOCK®2 analog controller in controller port 1 and the multitap (for PlayStation®2) into controller port 2. Connect controllers sequentially into controller port 2-A, controller port-2B and so on.

DUALSHOCK®2 Analog Controller Configurations



Menu Controls

Note: Use these controls to navigate the **Capcom® Classics Collection Volume 2** menu and options screens.

Navigate menu/Highlight menu item . . . . . **left analog stick** or **directional buttons** ⬆ / ⬇

Select highlighted menu item . . . . . ⊗ **button**

Adjust / Cycle menu item . . . . . **left analog stick** or **directional buttons** ⬅ or ➡

Previous screen/Return to Main Menu . . . . . △ **button**

Quick scroll through games / change pages . . . L1 and R1 **buttons**

Game Select Options

Highlight game . . . . . **left analog stick** or **directional buttons** ⬆ / ⬇

Quick scroll through games. . . . . L1 and R1 **buttons**

Note: The following control choices will appear on the bottom right hand corner of the Game Select Screen and will vary depending on which game you have highlighted.

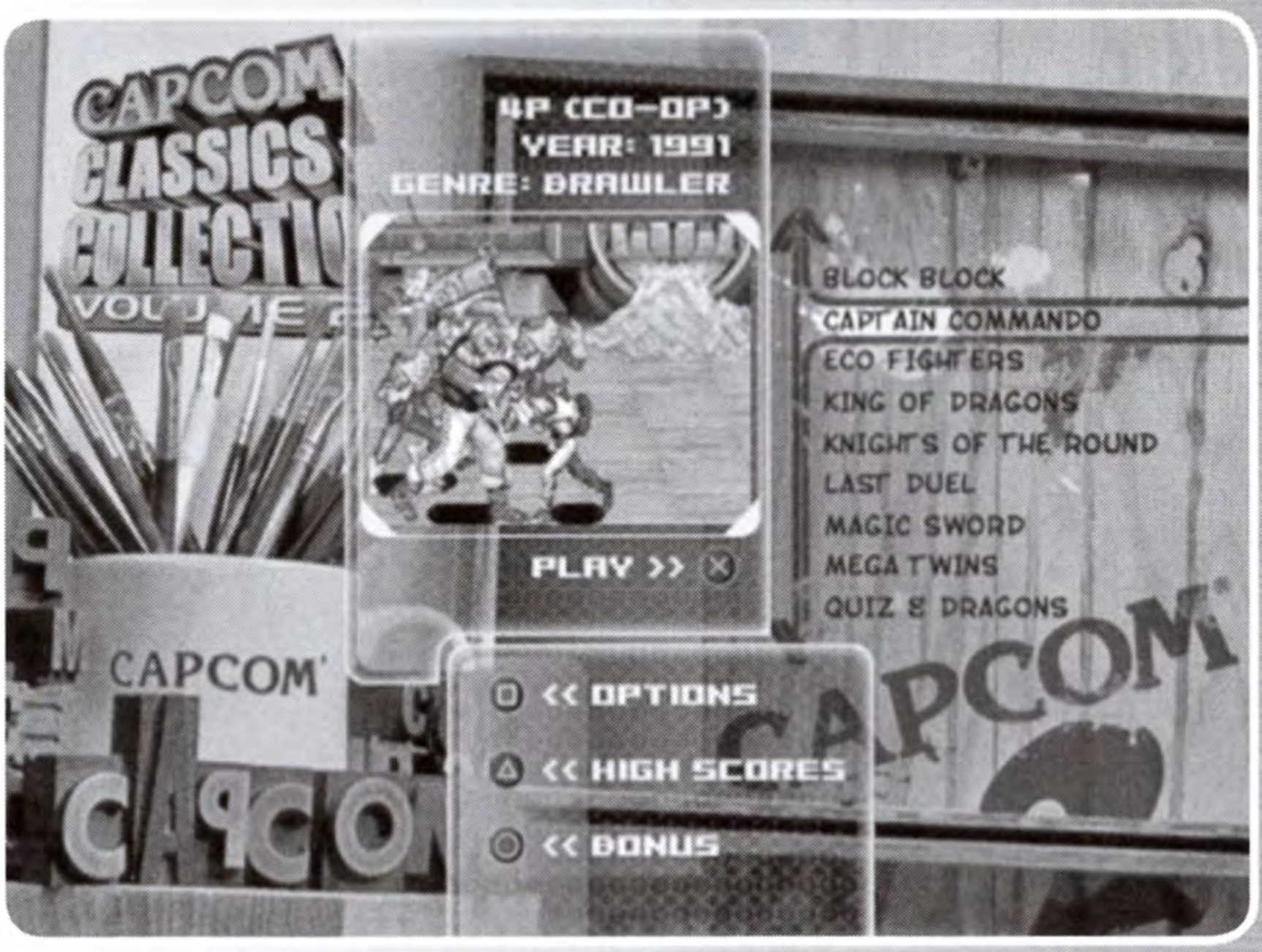
PLAY GAME . . . . . ⊗ **button**

OPTIONS . . . . . ▣ **button**

BONUS INFORMATION . . . . . ◉ **button**

HIGH SCORES . . . . . R2 **button**

Note: Each game's controls differ depending on the game. To view or change a game's controls, you can either select Controller Setup from the Options Screen or pause the game by pressing the **START button** and select Controller Setup. For more information on setting a game's controls, see Control Setup, page 6.



Selecting a Game

Press the **START button** at the Title Screen to open the Game Select Screen. From this menu you will be able to scroll through the entire collection of **Capcom® Classics Collection Volume 2**, select a game to play, view a variety of bonus materials, adjust the game's options, and check out the high scores (if available). Use the **left analog stick** or **directional buttons** ⬆ and ⬇ to cycle through the list of games. You can also press the **L1** and **R1** **buttons** to quickly page up and down for quick navigation.

On the bottom right hand corner of the Game Select Screen you will find the following Game Select Options. Some Game Select Options vary depending on the game you have highlighted.

⊗ **button** = Play
- Choose this to load the highlighted game.

▣ **button** = Options
- Choose this to open the Options Menu.

R2 **button** = High Scores
- Choose this to open the highlighted game's High Scores Table.

◎ **button** = Bonus
- Choose this to access each game's Bonus Menu Items.

Choose from a variety of Options, which include GAME SETTINGS, CONTROL SETUP, SAVE, LOAD, RESET SCORES, AUTOSAVE, and PROGRESSIVE SCAN. Use the **left analog stick** or **directional buttons** ⬆ and ⬇ to highlight an option and the L1 and R1 **buttons** to cycle through the games. Pressing the ⊗ **button** will select your choice. Once selected, use the **left analog stick** or **directional buttons** ⬅ and ➡ to make the adjustment and press the ⊗ **button** to accept. Pressing the △ **button** will return you to the previous menu. Options settings will be saved automatically upon returning to the Game Select Screen as long as the Autosave function is enabled. If not, manually save your settings by selecting Save in the Options Menu.

GAME SETTINGS

Game Settings vary depending on the game you choose. You can choose between two preset settings (Normal, Hardcore), or create your own Custom settings.

Difficulty: Manually set the game's difficulty. This setting varies depending on the chosen game.

Lives: Adjust the number of lives you start with.

Bonus Life: Set the score amounts where an extra life will be rewarded.

Continues: Adjust the number of continues.

CONTROL SETUP

Choose this option to view each game's unique controls or reassign and map the controls to different buttons on your controller. For two + player games, each player will have to individually access the Control Setup option in order to change their controls. Once you are finished configuring the Control Setup, select Done by pressing the **left analog stick** or **directional button** ➡ and press the ⊗ **button** to confirm your choice. You can also cancel and return to the Options screen by selecting Cancel, or restore the default button configuration by selecting Default.

Note: You can also access the Control Setup option by pressing the **START button** during gameplay to pause the game and select it from the Pause Menu.

Mapping Controls

Changing the controls and mapping them to different buttons on your controller is super easy. Simply highlight the ability/button you want to change using the **left analog stick** or **directional buttons** ⬆ and ⬇ and press the button you want to swap it with. You can even add multiple buttons to the same ability. However, you cannot alter the Thumbstick or directional button controls. The Unassigned list will display buttons that are not in use.

Rapid Fire

Certain games will have a Rapid Fire option. You can toggle this option ON/OFF by highlighting it and pressing the ⊗ **button**. Enabling the Rapid Fire option will allow you to shoot or attack much faster in games where there is a shoot or attack button. The Rapid Fire button will only affect the shooting or firing function of the game and will be mapped to whichever button it's been assigned.

SAVE SETTINGS

Select Save to manually save your game settings, which includes button configuration, unlocked bonuses and high scores. You don't need to manually save your settings and scores unless the Autosave function has been turned OFF.

LOAD SETTINGS

Select Load to manually load your game settings, which includes button configuration, unlocked bonuses and high scores.

Note: Choosing this option before saving will cause any unsaved scores and settings to be lost.

RESET SCORES

Selecting this option will reset the High Scores for the selected game back to its default High Score table.

AUTOSAVE

Toggle Autosave ON/OFF. This is a global setting for all 20 games in the **Capcom® Classics Collection Volume 2**. Autosave occurs when you exit the Options Menu for a game in the Game Select Screen; when you have beaten a game or unlocked a Bonus item; or when you exit a game after a game over.

PROGRESSIVE SCAN

Capcom® Classics Collection Volume 2 can be set to display a higher quality picture on TVs that support progressive mode. In order to enjoy progressive mode, you need a progressive mode enabled (480P) television with component video inputs, and a PlayStation®2 Component Video Cable (SCPH-10100; sold separately). For instructions on setting up for progressive mode, see your PlayStation®2 Instruction Manual or the instructions for the Component Video Cable. If you are unsure about your TV's compatibility, refer to the TV's instruction manual or contact the manufacturer.

To activate progressive mode, press the ⊗ **button** confirming you wish to enter progressive mode. If the picture displays correctly after switching to progressive mode select YES. You will have ten seconds to do so. If the picture does not display correctly after ten seconds, the picture will return to normal mode.

HIGH SCORES

Press the **R2 button** at the Game Select Screen to view the High Score tables for the currently highlighted game. Pressing the **left analog stick** or **directional buttons** ⬅ and ➡ will cycle through the different High Score tables for the selected game's difficulty settings (Normal, Hardcore and Custom), while pressing the **L1** and **R1 buttons** will cycle between the High Score tables for each individual game.

PLAY

Press the ⊗ **button** when you're ready to play your selected game from the Game Select Screen. Once the game has loaded, press the **START** or ⊗ **button** again to begin playing.

Note: If you are playing a game that uses two-player alternating play, you will get a special Start Screen Options menu.

- **Start Game** = Single player game
- **2P Start Game** = Two players using different controllers
- **2P Start, 1 Controller** = Two players sharing the same controller and alternating between turns.
- **Load Game** = Here you can load previously saved games.
- **Game Settings** = Adjust the games settings (See page 5)

PAUSE MENU

Press the **START** or **SELECT button** during gameplay to pause a game and access the Pause Menu. From this screen, you can adjust the currently loaded game's Video, Audio and Control Setups. Use the **left analog stick** or **directional buttons** ⬆ and ⬇ to highlight an option and press the ⊗ or **START button** to confirm your selection.

Note: The Pause Menu can only be accessed once a game has been launched.

RESUME GAME

Exit the Pause Menu and return to gameplay.

CONTROL SETUP

Choose this option to view the game's controls or reassign and map the controls to different buttons on your controller. For more information, see page 6.

VIDEO SETUP

Adjust the game's viewing area to your television. Use the **left analog stick** or **directional buttons** ⬆, ⬇, ⬅ and ➡ to stretch or shrink the screen size accordingly. Press the ⊗ **button** to accept and return to the Pause Menu or the △ **button** to cancel. The ▣ **button** will reset the screen to the default position.

Normal and Enhanced Video

Some games will offer an Enhanced video mode and display more information on screen. If the selected game offers this option, you can toggle between Normal and Enhanced video modes by pressing the **L1** and **R1** **buttons**.

AUDIO SETUP

Adjust the game's sound effects and background music volume levels. Use the **left analog stick** or **directional buttons** ⬅ and ➡ to set the desired level.

BONUS LIST

Select this option to view the game's criteria to unlock special bonus materials.

SAVE GAME DATA

You can save your games progress here.

Note: You can save up to three times per game so use them wisely.

LOAD GAME DATA

You can load previously saved games.

RESET GAME

Select this option to return to the game's Title Screen or Attract Mode.

Note: Resetting your game will cause you to lose any progress you have made during your current session, including High Scores and Unlockables.

EXIT GAME

Select this option to quit out of the game and return to the Game Select Screen.

Note: Exiting your game will cause you to lose any progress you have made during your current session, including High Scores.

BONUS ITEMS

Each of the 20 games in **Capcom® Classics Collection Volume 2** has a variety of cool Bonuses that can be accessed by pressing the **◉ button** at the Game Select Screen. In the Bonus section, you can read the history and trivia for each game, view artwork, learn helpful tips and strategies, and listen to the game's music tracks. Cycle between the different Bonus Pages by pressing the **L1** and **R1 buttons**.

Note: Almost all of the games' Bonus items are locked at the start of each game and can only be accessed once you achieve the requirement listed for each section.

HISTORY:

Read up on the history and little known facts about each game. This Bonus will be automatically unlocked for each game. Use the **left analog stick** or **directional buttons** ⬆ and ⬇ to scroll the text.

TIPS:

Learn handy tips and strategies that will help you master each game. Use the **left analog stick** or **directional buttons** ⬅ and ➡ to cycle through them.

ART:

View each game's artwork and early concept sketches. Use the **left analog stick** or **directional buttons** to highlight a piece of artwork and press the ⊗ **button** to view it. Once in view mode, you can use the **left analog stick** or **directional buttons** to move the art, press the ⊗ **button** to toggle the Help Bar on and off, and zoom the art in and out with the **right analog stick**. Pressing the L1 and R1 **buttons** will allow you to cycle through each piece of art, and the △ **button** will return you back to the previous page.

MUSIC:

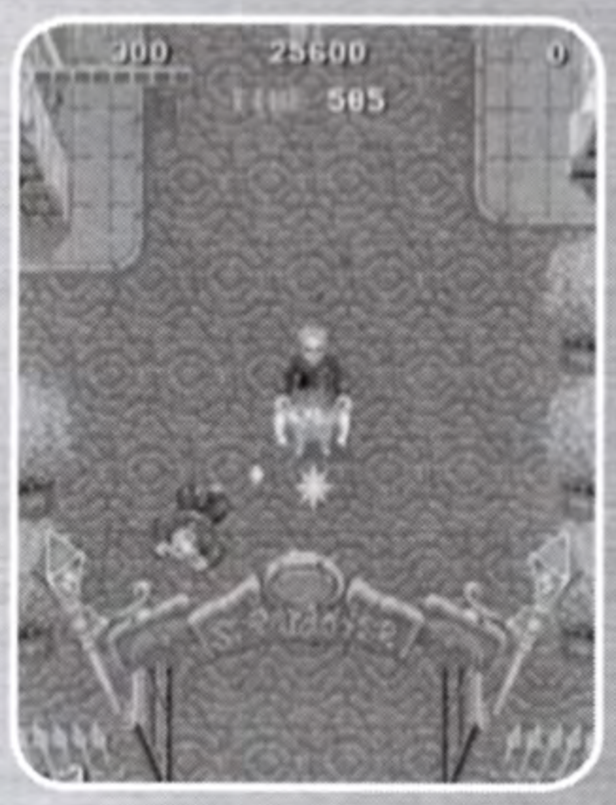
Listen to original music tracks from each game. Use the **left analog stick** or **directional buttons** ⬆ and ⬇ to highlight a music track and press the ⊗ **button** to listen to your choice. This option may not be available for all games.

Below is the basic information and control configuration for each of **Capcom® Classics Collection Volume 2**'s 20 games.

1941: COUNTER ATTACK

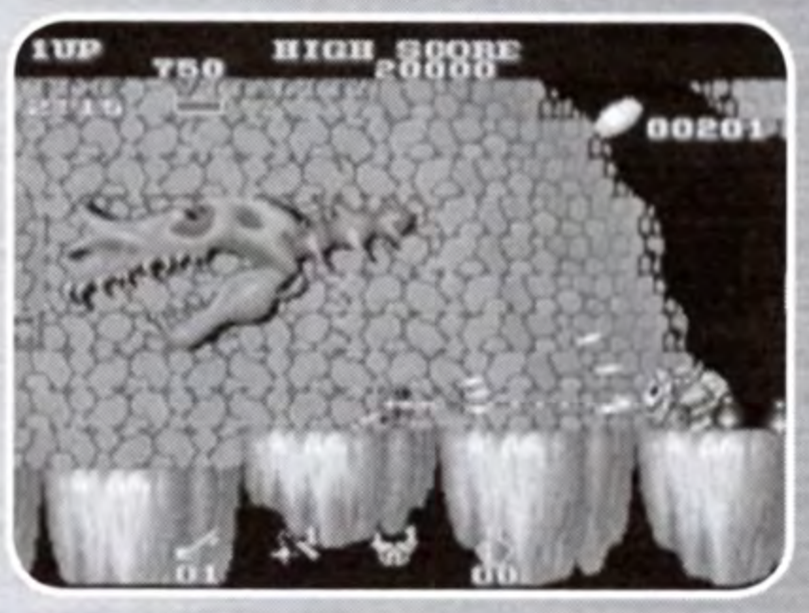
Number of players: 1-2
Type of game: Shooter
Default controls:
Shoot: ⊗ **button**
Loop: ◉ or ▣ **button**
Information: Your goal is to shoot down enemy airplanes and collect weapon power-ups (POW). You're only able to perform four loops per level at maximum, and a bonus is awarded at the end of the level for any unused loops.

AVENGERS



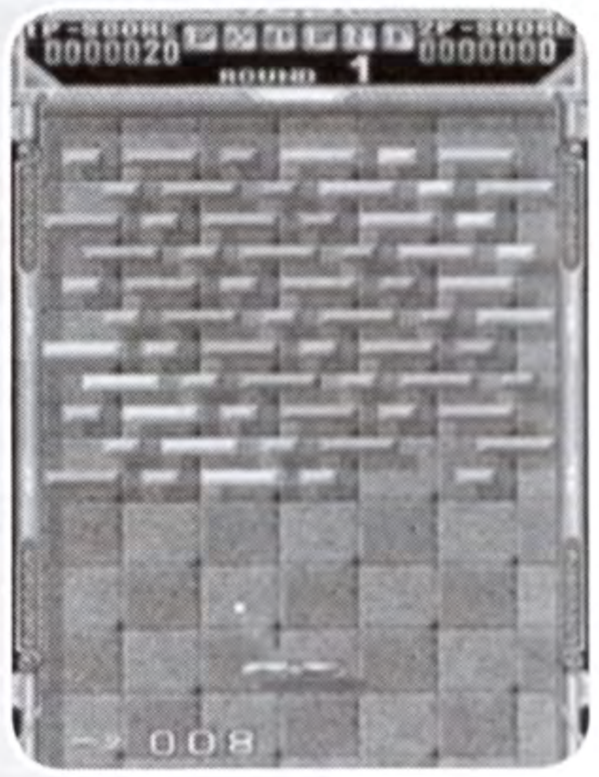
Number of players: 1-2
Type of game: Brawler
Default controls:
Punch: ⊗ **button**
Kick: ◉ or ▣ **button**
Information: Take control of two street-wise fighters, Ryu and Ko, and rescue the hostages held captive in the evil warlord's palace. Punch and kick your way through wave after wave of bad guys utilizing your martial skills.

BLACK TIGER



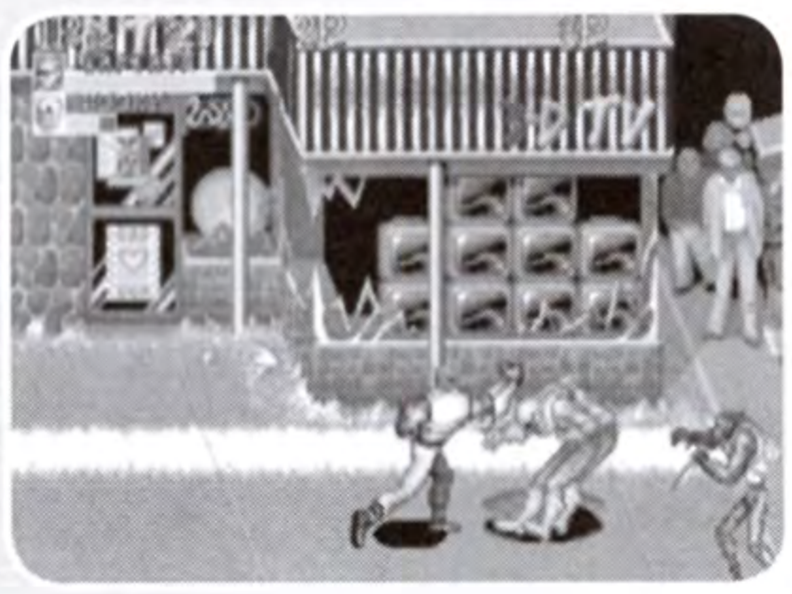
Number of players: 1 (2 alternating)
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**
Information: Three Dragons have descended from the heavens and destroyed the kingdom. You are a brave warrior who has chosen to meet the dragons head on in an attempt to restore harmony to the land. Along the way to defeating the dragons, you will come across scores of monsters, demons, spiked pits of death, and other hazards.

BLOCK BLOCK



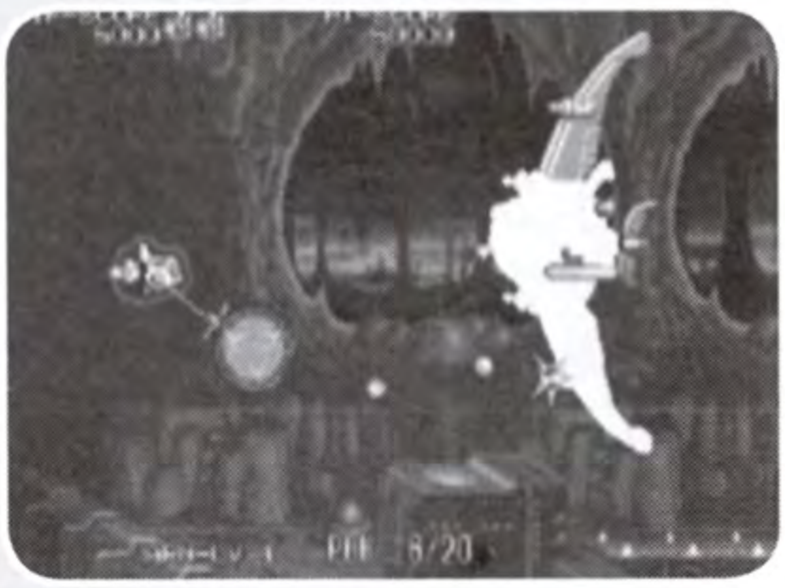
Number of players: 1-2
Type of game: Puzzle
Default controls:
Release Ball: ⊗ or **L1 button**
Information: Use your paddle to rebound a ball into a variety of colorful bricks. Complete each round by eliminating all of the bricks without allowing the ball to get past your paddle. Eliminating certain bricks will drop valuable power-ups to help you in your quest.

CAPTAIN COMMANDO



Number of players: 1-4
Type of game: Brawler
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**
Super Attack: ▣ + ⊗ **button**
Dash: Double tap direction you wish to dash
Information: Captain Commando and his fellow fighters are charged with saving the world from a maniacal villain and his vile henchmen. Choose your hero and start bashing and smashing your way through the enemy infested streets.

ECO FIGHTERS



Number of players: 1-2
Type of game: Shooter
Default controls:
Shoot: ⊗ or **L1** + **R1 button**
Arm Right: ◉ or **R2 button**
Arm Left: ▣ or **L2 button**
Aim: **right analog stick**
Information: You must protect the planet from an evil corrupt corporation bent on destroying the environment. Use a 360-degree arm and four unique weapons at your disposal as you blast your way through obstacles.

THE KING OF DRAGONS

Number of players: 1-3
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**

Information: Control a fighter, elf, dwarf, cleric, or wizard. Your goal is to defeat the raging Red Dragon and obtain his treasure. Collect gold and defeat enemies to level up RPG style in this side scrolling action game.

KNIGHTS OF THE ROUND

Number of players: 1-3
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**

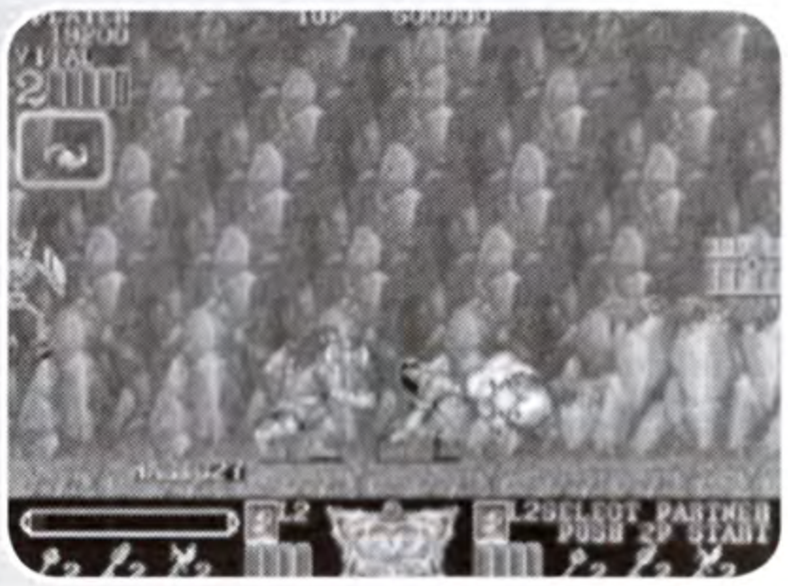
Information: This is a side scrolling action game based off the famous Knights of the Round Table. Arthur, Lancelot, and Percival have been ordered by the magician Merlin to set off on the quest to search for the Holy Grail.

LAST DUEL

Number of players: 1-2
Type of game: Shooter
Default controls:
Shoot: ⊗ **button**
Jump/Roll: ◉ or ▣ **button**

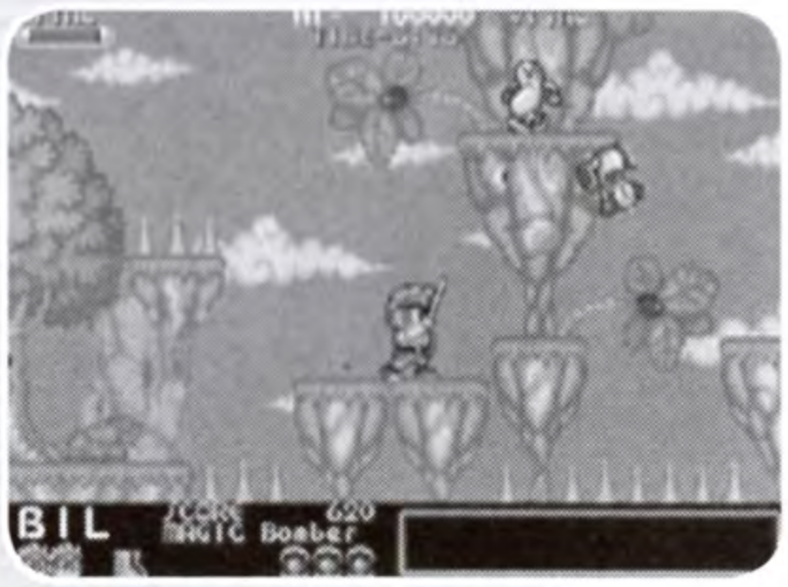
Information: As an ace driver and fighter pilot, it's up to you to strap yourself in to the cockpit of a high tech hybrid car/spaceship and wage a one-man battle against a galactic uprising.

MAGIC SWORD



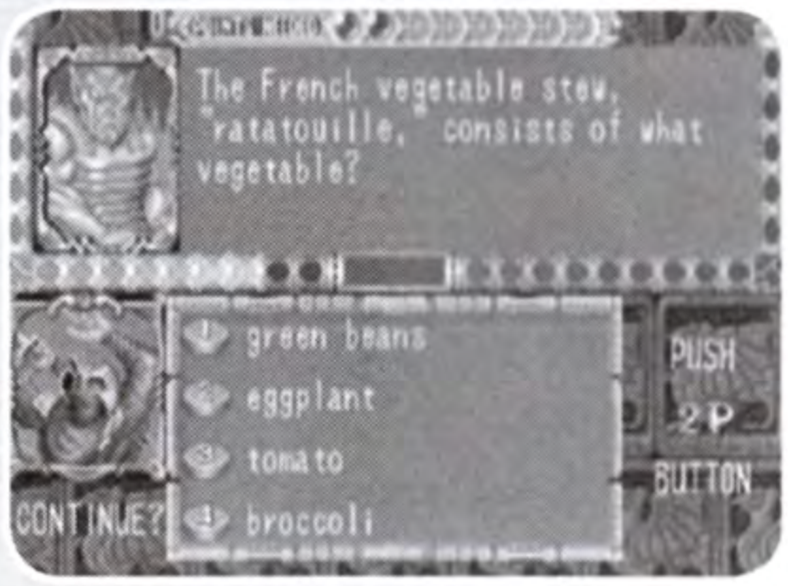
Number of players: 1-2
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**
Super Attack: ⊗ + ▣ **button**
Information: Climb the monster-infested tower to defeat Drokkmar, master of the Black Orb. As a brave hero, you must battle relentless enemies while finding keys to free fellow fighters who will fight alongside you. In addition to close-range attacks, your magic weapons have the ability to charge and fire deadly projectiles.

MEGA TWINS



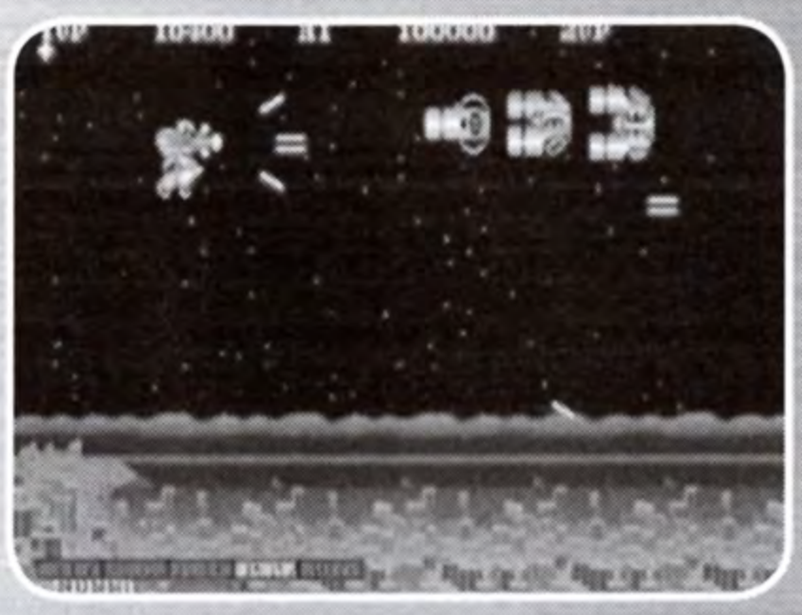
Number of players: 1-2
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**
Magic Crash: △ **button**
Information: Once upon a time, a horrible monster came without warning upon the peaceful and unsuspecting land of Aluren and decimated everything in its path — only the King's twin infant sons survived. Take charge of the Mega Twins as you battle your way across land, sea and air in an attempt to avenge your fallen kingdom and restore peace to the land.

QUIZ & DRAGONS



Number of players: 1-2
Type of game: Trivia
Default controls:
Answer #1: △ **button**
Answer #2: ▣ **button**
Answer #3: ◉ **button**
Answer #4: ⊗ **button**
Information: Choose one of four brave adventurers (Fighter, Ninja, Amazon, Wizard) and answer trivia questions correctly in an attempt to stop the evil warlock Gordion from destroying the kingdom in this unique quiz based game.
Note: This game was originally released in 1992 so some of the questions and answers might not be valid considering times have changed in the last 14+ years. When playing this game, you must try to think of what the answer would have been in 1992!

SIDE ARMS: HYPER DYNE



Number of players: 1-2
Type of game: Shooter
Default controls:
Shoot Left: ▣ or L1 **button**
Shoot Right: ◉ or R1 **button**
Gun Swap: ⊗ or △ **button**

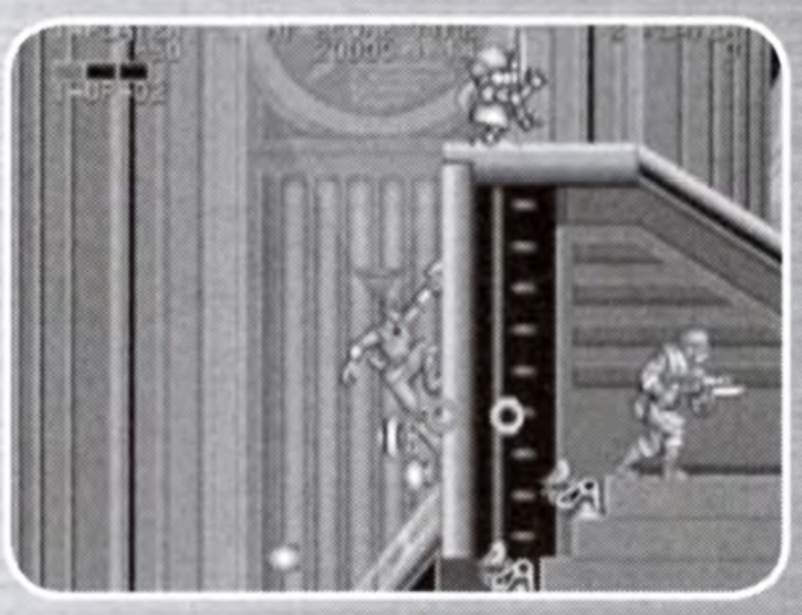
Information: You are a jet pack wearing hero chosen to defend the earth against the attacking alien armada. Navigate through enemy infested air space collecting power-ups and taking on all comers from in front and behind as you blast your way to victory.

STREET FIGHTER®

Number of players: 1-2
Type of game: Fighting
Default controls:
Light Punch: ◉ **button**
Medium Punch: L1 **button**
Heavy Punch: △ **button**
Light Kick: ⊗ **button**
Medium Kick: R1 **button**
Heavy Kick: ▣ **button**

Information: Play the very first Street Fighter that started the fighting sensation. Step into the role of Ryu or Ken, masters of karate who are out to become the greatest street fighters in the world. From the back alleys of the United States to the secret battlegrounds of Thailand, you'll take on all comers in an attempt to prove that your skill is supreme!

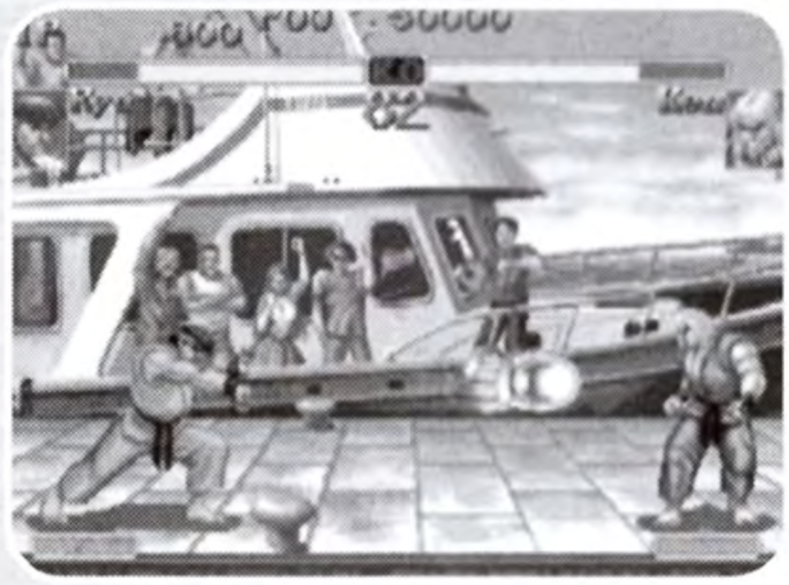
STRIDER™



Number of players: 1 (2 alternating)
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**

Information: Take control of futuristic ninja Strider Hiryuu as he leaps, slashes and battles his way across the rooftops of Moscow and jungles of the Amazon to the skies above Earth in an attempt to stop the maniacal Grand Master Meio from taking over the planet.

SUPER STREET FIGHTER® II TURBO

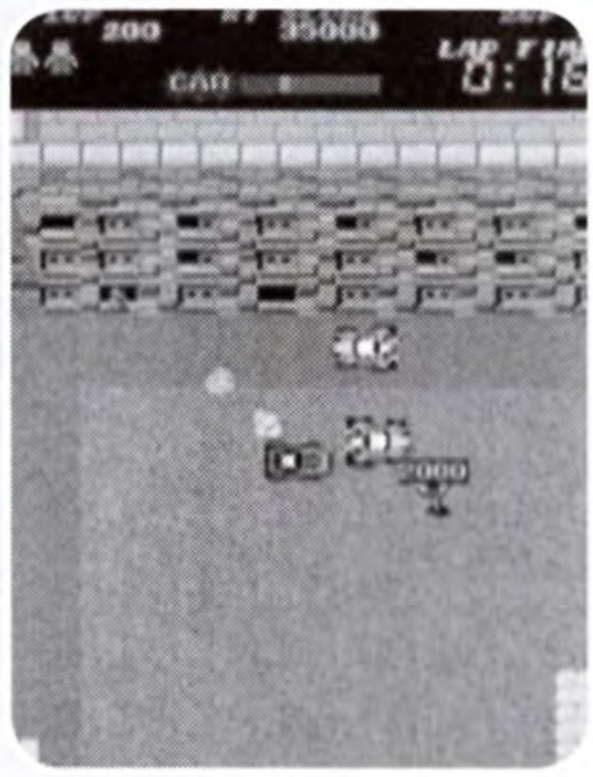


Number of players: 1-2
Type of game: Fighting
Default controls:

Light Punch: ◉ **button**
Medium Punch: L1 **button**
Heavy Punch: △ **button**
Light Kick: ⊗ **button**
Medium Kick: R1 **button**
Heavy Kick: ▣ **button**
All three punches: L2 **button**
All three kicks: R2 **button**

Information: In this super turbo version of Street Fighter II you are once again pitted up against the legendary Street Fighters Chun Li, Ryu, Bison, Sagat and many more. Journey from country to country to prove once and for all who the best Street Fighter truly is.

THE SPEED RUMBLER



Number of players: 1 (2 alternating)
Type of game: Shooter
Default controls:

Shoot: ⊗ **button**
Escape/Roll: ◉ or ▣ **button**

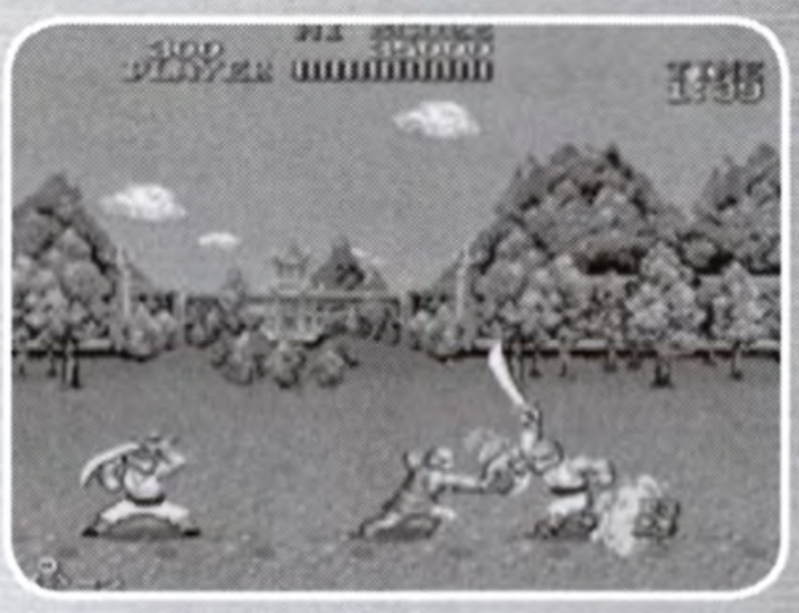
Information: The terrorists have taken Super Joe's family and friends hostage and you have 24 hours to set them free. Command an armored vehicle outfitted with guns, blasting your way through the enemy while rescuing your friends. If your vehicle takes too much damage, you can hop out and continue the fight on foot.

THREE WONDERS

Number of players: 1 (2 player co-op)
Type of game: Action, Shooter, Puzzle
Default controls:
Midnight Wanderers:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**
Chariot:
Shoot: ◉ or ▣ **button**
Charge Attack: ⊗ **button**
Don't Pull:
Push: ◉ or ▣ **button**
Push: ⊗ **button**

Information: As the game's title indicates, Three Wonders is actually three arcade games packed into one title chronicling the adventures of Lou and Siva. Game #1 is Midnight Wanderers, an action game where Lou and Siva embark on an adventure to find the magical chariot, traveling through a beautiful landscape filled with dangers. Game #2 is Chariot, a shooter that takes the duo to the skies for a high-flying dogfight. Game #3 is Don't Pull, a block-pushing puzzle game where you must squish the opposition.

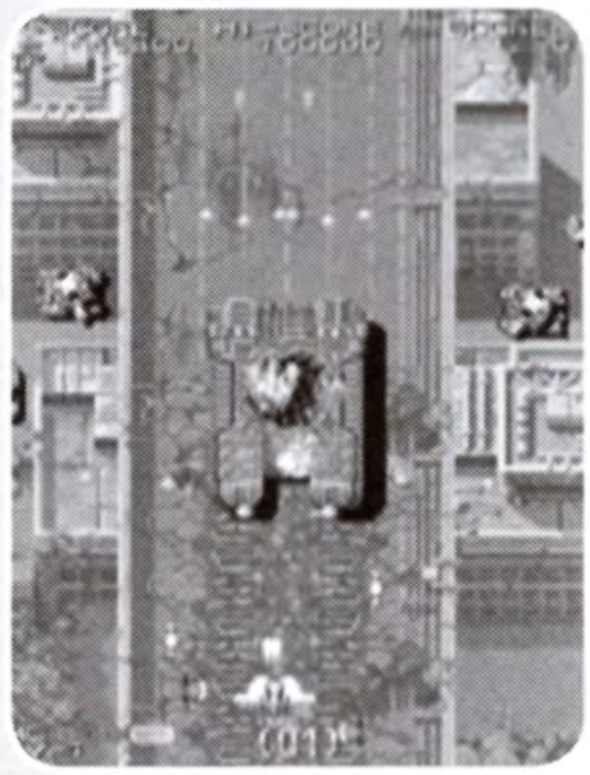
TIGER ROAD



Number of players: 1 (2 alternating)
Type of game: Action
Default controls:
Attack: ◉ or ▣ **button**
Jump: ⊗ **button**

Information: The evil warlord Ryuken has kidnapped the local children. It's up to you and your fighting skills to fight for their freedom. Use weapons and items you find along the way to boost your power to help you in this epic quest.

VARTH



Number of players: 1-2
Type of game: Shooter
Default controls:
Attack: ⊗ **button**
M. Crash: ◉ or ▣ **button**

Information: On the colony-planet Varth, life was once peaceful. The supercomputer Delta-7 controlled all facets of life... until Duo appeared. Under Duo's influence, Delta-7 turned technology against the humans, and built a robot army to attack the colony. The colonists' only hope lies with two antique fighter planes, which are too old for Delta-7 to control. It's up to you to shoot your way to victory.

NOTES

NOTES

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Manual Documentation
Off Base Productions

Manual Design
Option-Shift Design

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